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Subject: scripts.dll 2.0, post ideas here

Posted by [ghostSWT](#) on Tue, 28 Sep 2004 10:05:04 GMT

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Is there a way for version 2 to have an option to dissable all the extra sounds that come with scripts.dll 1.9 and up and bhs.dll. I'm not sure if scripts or bhs is the one that is making all the extra sounds like death sound, kill sound, pp humming, ref making some wierd sound, when inside or near a bulding you hear a faint like wiseling sound, also some sounds from the SP like the nod/gdi propaganda, and sounds from the MP practice.

The only new sounds I like are the CTF sound other then that I want all my sounds to be original. Is there anything that can be done for me to get rid of all the new sounds?

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